



Colegio Colombo Británico
Section Early Childhood
First Grade Mathematics 2016 - 2017

Mathematics				
	Achievements	Achievement Indicators I Period	Achievement Indicators II Period	Achievement Indicators III Period
Handling Data	<p>Collect and display data in different types of graphs interpreting them for the purpose of finding information. (Phase2)</p> <p>Predict outcomes using mathematical vocabulary. (Phase2)</p>	<p>☑ Describes part-whole relationships while sorting objects (class inclusion)</p> <p>☑ Discusses, identifies, and places outcomes in order of likelihood: impossible, less likely, more likely and certain, in game contexts. (Phase 2)</p>	<p>☑ Displays and interprets information in bar graphs. (Phase 2)</p>	<p>☑ Collects, displays and interprets data in Venn diagram. (Phase 2)</p>
Measurement	<p>-Estimate, measure and label length, time, and use standard units of measurement to describe and compare objects and events. (Phase2)</p>		<p>☑ Estimates and measures length using the appropriate tools and units. (Phase 2)</p> <p>☑ Measures time using the appropriate tools and units. (Phase 2)</p>	<p>☑ Explains why human beings need to measure. (Phase 2)</p>

Shape and Space		<p>Identify, label, sort, describe and compare 3D and 2D shapes using mathematical vocabulary. (Phase2)</p> <p>Interpret, give and follow directions describing paths, regions, and positions of the immediate environment. (Phase 1)</p> <p>Find and explain symmetry and create simple symmetrical pattern (Phase2)</p>	<p><input checked="" type="checkbox"/> Follows directions using their body to turn left, right and move forwards and backwards. (Phase 2)</p> <p><input checked="" type="checkbox"/> Builds a model of a community to give and follow instructions using the following vocabulary: turn left, turn right, forwards, backwards. (Phase 2)</p>	<p><input checked="" type="checkbox"/> Builds and describes a model taking into account the properties of 3D shapes. (Phase 2)</p> <p>Describes the position of different objects in relation to other objects and boundaries: in, on, under, between, behind, in front of, next to, opposite) using the settings they build. (Phase 1)</p>	<p><input checked="" type="checkbox"/> Completes and creates symmetrical patterns. (Phase 2)</p>
Patterns and Functions		<p>Identify and describe patterns found in whole numbers; extend and create new ones. (Phase 2)</p>	<p><input checked="" type="checkbox"/> Uses concrete material to describe and extend a variety of patterns involving several variables at once (movement, position, shape, size, colour, texture, sound, etc). (Phase 2)</p>	<p><input checked="" type="checkbox"/> Uses concrete material to extend and create a variety of patterns involving several variables at once (movement, position, shape, size, colour, texture, sound, etc). (Phase 2)</p> <p><input checked="" type="checkbox"/> Recognises, describes and extends number patterns: skip counting by 5s and 10s. (Phase 2)</p>	<p><input checked="" type="checkbox"/> Uses concrete material to extend simple growing patterns. (Phase 2)</p>

		Uses properties and relationships of addition and subtraction to solve problems. (Phase 2)		<input checked="" type="checkbox"/> Identifies the inverse relationship between addition and subtraction. (Phase 2)	<input checked="" type="checkbox"/> Puts the inverse relationship between addition and subtraction into practice when solving equations. (Phase 2)
Number		Estimates quantities and counts to determine the number of objects in a set. (Phase 1)	<input checked="" type="checkbox"/> Estimates and counts to establish quantities from 1 to 30 having oral sequence and movement correspondence. (Phase 1)	<input checked="" type="checkbox"/> Estimates and counts to establish quantities up to 50. (Phase 1)	<input checked="" type="checkbox"/> Estimates and establishes quantities using skip counting as a strategy (by 2s, 5s, 10s). (Phase 1)
		Use Place-value notational system to describe quantities, to make addition and subtraction operations; and model whole-part relationships. (Phase 1)		<input checked="" type="checkbox"/> Models numbers using place-value notational system to 99 (tens and units). (Phase 2)	
		Model addition and subtraction of whole numbers. (Phase 1)	<input checked="" type="checkbox"/> Uses objects to model addition of quantities for numbers 10 to 18, using 1-digit numbers, representing them with equations (Phase 2)	<input checked="" type="checkbox"/> Uses objects to model addition and subtraction of quantities for numbers 10 to 18, using 1-digit numbers, representing them with equations (Phase 2)	<input checked="" type="checkbox"/> Solves word problems involving addition and subtraction. (Phase 2)
		Model simple fractions. (Phase 1) Understand properties of numbers: Odd and Even (Phase 1)	<input checked="" type="checkbox"/> Models simple fraction relationships (half, quarter). (Phase 2)		<input checked="" type="checkbox"/> Uses concrete material to demonstrate why a number is odd or even. (Phase 2)